

## **REMARKS**

Prior to this Amendment, claims 35, 36, 38-43 and 45-54 were pending in the Application. The Applicant, via this Amendment, has added new claims 55-66. No claims have been amended or canceled. Accordingly, claims 35, 36, 38-43 and 45-66 are pending in the Application.

In the Office Action dated February 26, 2004, the Examiner rejected claims 35, 36, 38-43 and 45-54 under 35 U.S.C. § 112, first paragraph, as failing to comply with the written description requirement. This rejection is addressed in detail below.

### **The Rejection Under 35 U.S.C. § 112**

With respect to the rejection of all claims under Section 112, first paragraph, the Examiner stated:

3. Claims 35, 36, 38-43 and 45-54 are rejected under 35 U.S.C. 112, first paragraph, as failing to comply with the written description requirement. The claim(s) contains subject matter, which was not described in the specification in such a way as to reasonably convey to one skilled in the relevant art that the inventor(s), at the time the application was filed, had possession of the claimed invention. Independent claims 35, 42 and 49 recite: "a color display device that stores color correction data in an unused portion in a standard memory associated therewith." This limitation does not have support in the specification. Also, no unused portion in "standard" memory is disclosed in supplemental IDS (VESA standard), all 128 bytes of useful storage area seems to be taken by data describing a monitor.

4. The rejections based on a prior art are not presented in current Office action at this time, because the 112(1) issue has to be resolved.

Office Action, pages 2-3.

The Applicant respectfully traverses this rejection. The claim recitation set forth in independent claims 35, 42 and 49 of a color display device that stores color correction data in “an unused portion in a standard memory” is clearly supported by the Applicant’s specification. In this regard, the Applicant’s specification recites the following:

The control system 206 then writes the coefficients which are used in the voltage to brightness transfer function to the monitor via the VGA connector. *In the exemplary method and apparatus the coefficients are stored in the DDC memory 214 located within the color display device.*

Specification, page 21 (emphasis added).

Thus, the specification clearly discloses the storage of color correction data in a DDC memory.

The term “DDC memory” is clearly known and understood in the art as a “standard memory.” The acronym DDC may be defined as follows:

Acronym for Display Data Channel. A VESA standard that allows software control of graphical computer monitors. Under DDC, monitor characteristics are provided to the graphic subsystem that graphics subsystem, which uses the data to configure the display and provide a bi-directional communication channel between the monitor and computer. *Also called: VESA DDC.*

Microsoft Press, “Microsoft Computer Dictionary”, Fifth Edition (2002), page 147 (emphasis in original).

Accordingly, the DDC memory discussed in the Applicant’s specification is clearly understood to be a “standard memory” as referred to in independent claims 35, 42 and 49.

Further, the Applicant disagrees with the Examiner’s statement that “no unused

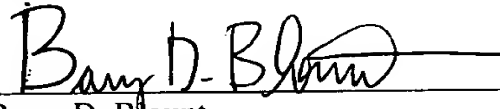
portion in 'standard' memory is disclosed in supplemental IDS (VESA standard), all 128 bytes of useful storage area seems to be taken by data describing a monitor." Office Action, page 2. The Applicant is attaching as Appendix A to this response a chart from Section 3.1 of the VESA Extended Display Identification Data (EDID) standard. As shown in that chart, there are several places that are not required to be filled with data. For example, the chart shows two bytes of data that are reserved for an ID product code (presumably provided by a manufacturer) and another four bytes of data dedicated to an ID serial number (also presumably provided by a manufacturer). As an example, these bytes could have at least some unused bits in which color correction information could be stored. Moreover, the content of at least some portions of information in the EDID memory is clearly in the control of the manufacturer of the monitor and not information essential to the practice of the standard, which merely reserves a spot for certain types of information. As an additional example, the chart indicates that an EDID-compliant memory may comprise additional "extension bytes" by programming a 1-byte extension flag. The specification contains no guidance or restriction on what information could be stored in these extension bytes.

For at least these reasons, the Applicant respectfully asserts that the Examiner's rejection under Section 112, first paragraph, is incorrect. Moreover, the Applicant asserts that the subject matter set forth in independent claims 35, 42 and 49 (and the claims dependent thereon) is fully supported in the specification and not contradicted by the prior art as asserted by the Examiner. The Applicant further asserts that new claims 55-66 are also fully supported by the specification.

**Conclusion**

In view of the remarks and amendments set forth above, the Applicant respectfully requests allowance of all currently pending claims (claims 35, 36, 38-43 and 45-66). If the Examiner believes that a telephonic interview will help speed this application toward issuance, the Examiner is invited to contact the undersigned at the telephone number listed below.

Respectfully submitted,

A handwritten signature in dark ink, appearing to read "Barry D. Blount", is written over a horizontal line.

Date: May 25, 2004

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# APPENDIX A



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### 3. Extended Display Identification Data (EDID) Structure

#### 3.1 EDID Format Overview

No. bytes		Description	Format
8	Bytes	Header	See section 3.2.1
	1	00h	
	1	FFh	
	1	FFh	
	1	FFh	
	1	FFh	
	1	FFh	
	1	FFh	
	1	00h	
10	Bytes	Vendor / Product Identification	See section 3.2.2
	2	ID Manufacturer Name	EISA 3-character ID
	2	ID Product Code	Vendor assigned code
	4	ID Serial Number	32-bit serial number
	1	Week of Manufacture	Week number
	1	Year of Manufacture	Year
2	Bytes	EDID Structure Version / Revision	See sections 2.2, 2.3 & 3.3
	1	Version #	Binary
	1	Revision #	Binary
5	Bytes	Basic Display Parameters / Features	See section 3.4
	1	Video Input Definition	
	1	Max. Hz. Image Size	cm.
	1	Max. Vt. Image Size	cm.
	1	Display Transfer Characteristic (Gamma)	Binary
	1	Feature Support (DPMS)	
10	Bytes	Color Characteristics	Based on 1931 CIE Chart, see 3.5
	1	Red / Green Low Bits	Rx1 Rx0 Ry1 Ry0 Gx1 Gx0 Gy1 Gy0
	1	Blue / White Low Bits	Bx1 Bx0 By1 By0 Wx1 Wx0 Wy1 Wy0
	1	Red-x	Red-x Bits 9 - 2
	1	Red-y	Red-y Bits 9 - 2
	1	Green-x	Green-x Bits 9 - 2
	1	Green-y	Green-y Bits 9 - 2
	1	Blue-x	Blue-x Bits 9 - 2
	1	Blue-y	Blue-y Bits 9 - 2
	1	White-x	White-x Bits 9 - 2
	1	White-y	White-y Bits 9 - 2
3	Bytes	Established Timings	See section 3.6
	1	Established Timings 1	
	1	Established Timings 2	
	1	Manufacturers Reserved Timings	
16	Bytes	Standard Timing Identification	See section 3.7
	2	Standard Timing Identification # 1	
	2	Standard Timing Identification # 2	
	2	Standard Timing Identification # 3	
	2	Standard Timing Identification # 4	

	2	Standard Timing Identification # 5	
	2	Standard Timing Identification # 6	
	2	Standard Timing Identification # 7	
	2	Standard Timing Identification # 8	
72	Bytes	Detailed Timing Descriptions	See section 3.8
	18	Detailed Timing Description # 1 or Monitor Descriptor.	Use is dependent on EDID structure version and revision numbers
	18	Detailed Timing Description # 2 or Monitor Descriptor	Use is dependent on EDID structure version and revision numbers
	18	Detailed Timing Description # 3 or Monitor Descriptor	Use is dependent on EDID structure version and revision numbers
	18	Detailed Timing Description # 4 or Monitor Descriptor	Use is dependent on EDID structure version and revision numbers
1	Byte	Extension Flag	Number of (optional) 128 byte EDID extension blocks to follow.
1	Byte	Checksum	The 1 byte sum of all 128 bytes in this EDID block shall equal zero

Note : The maximum Hz and Vt image size values are intended to be the maximum image size that can be properly displayed over the entire set of supported timing / format combinations. The host system is expected to use this data to get a rough idea of the image size and aspect ratio to allow properly scaled text to be selected.